
**STAR  
WARS™**

**Hit Points** 60

**Defense** 16

**Attack** +8

**Damage** 10

**Special Abilities**
**Unique**
**Cunning Attack** +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

**Door Gimmick** (At the end of his turn, this character can designate 1 door that he can see as open; it remains open until the end of this character's next turn, or until he is defeated)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

**Force Powers**
**Force I**
*Also called Jax, Atton Rand is a skilled pilot and loyal soldier of the Old Republic.*

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**STAR  
WARS**


Hit Points

90

Defense

17

Attack

+7

Damage

20

### Special Abilities

Unique

**Demolish** (Ignores Damage Reduction of adjacent targets)

**Destabilize Shields** (Suppresses Shields abilities of adjacent enemies)

**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

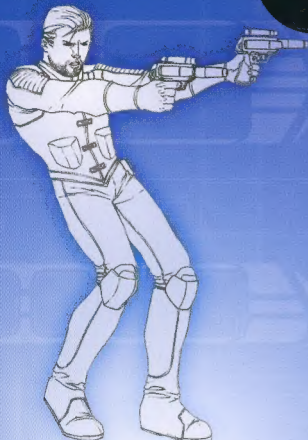
**Repair 30** (Replaces attacks: touch; remove 30 damage from 1 Droid character)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



*The skilled inventor Bao-Dur created the Mass Shadow Generator, the superweapon that ended the Mandalorian Wars.*


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Hit Points

70

Defense

16

Attack

+7

Damage

10

### Special Abilities

**Unique. Pilot**

**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)

**Double Attack**

**Industrial Repair 10** (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)

**Intuition** (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

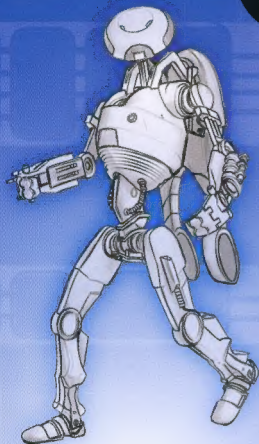
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



*Devastated by the loss of his family on Telos IV, Carth Onasi remains a loyal soldier of the Republic while harboring a desire for revenge against his one-time mentor, Saul Karath.*


**STAR  
WARS**

# JUGGERNAUT WAR DROID



# STAR WARS



# JUGGERNAUT WAR DROID

16

Hit Points **60**

Defense **17**

Attack **+7**

Damage **20**

## Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

**Mobile Attack** (Can move both before and after attacking)

**Shatter Beam** (Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed)

**Sonic Stunner** (Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)

*In time of war, every mechanical soldier counts.*



4/60 •

# STAR WARS

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**STAR  
WARS**

**Hit Points** 130

**Defense** 20

**Attack** +15

**Damage** 20

**Special Abilities**

**Unique. Melee Attack: Double Attack**  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)

**Force Powers**

**Force I. Force Renewal**  
**Lightsaber Block** (Force I: When hit by a melee attack, this character takes no damage with a save of II)  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
**Lightsaber Riposte** (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)  
**Master of the Force 2** (May spend Force points up to 2 times in a single turn)


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Hit Points

80

Defense

18

Attack

+12

Damage

20

### Special Abilities

Unique

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Bounty Hunter +4** (+4 Attack against Unique enemies)

**Demolition Charge** (Replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6)

**Mobile Attack** (Can move both before and after attacking)

**Splash 10** (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)

**Twin Attack** (Whenever this character attacks, she makes 1 extra attack against the same target)



### Force Powers

Force 2

**Force Sense** (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)


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# OLD REPUBLIC CAPTAIN



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# OLD REPUBLIC CAPTAIN

19

Hit Points

40

Defense

16

Attack

+8

Damage

20

## Special Abilities

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

## Commander Effect

Old Republic followers within 6 squares get +3 Defense and gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).



*Following the Great Sith War, the Republic recruited and trained officers from planets across the galaxy to strengthen its forces.*

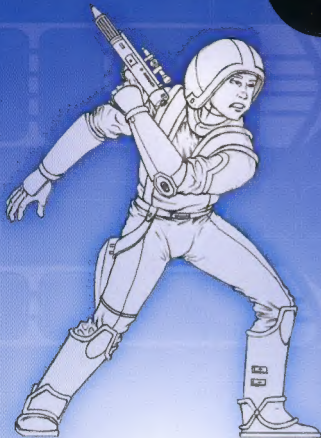
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7/60 ♦

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# OLD REPUBLIC GUARD



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# OLD REPUBLIC GUARD

5

Hit Points

10

Defense

14

Attack

+5

Damage

10

## Special Abilities

**Soldier** (Counts as a character named Old Republic Soldier)



*Ravaged by war, the Old Republic employs numerous sentinels to safeguard peace and prosperity in the wake of devastation.*

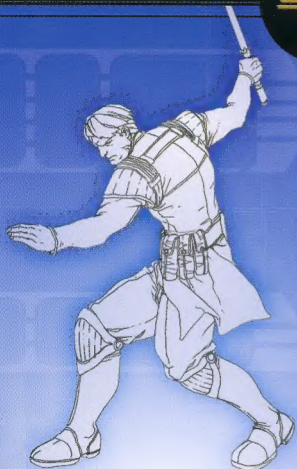


8/60

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**STAR  
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Hit Points

70

Defense

16

Attack

+9

Damage

20

### Special Abilities

Unique

**Melee Attack; Double Attack**

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

**Mandalorian Hunter** (+4 Attack and +10 Damage against Mandalorian enemies)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

### Force Powers

Force 3

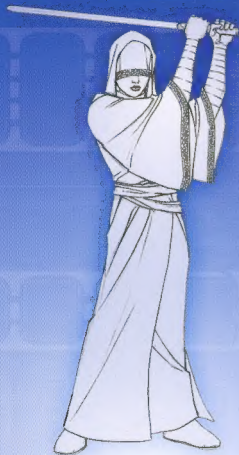
**Force Thrust** (Force I, replaces attacks: 6 squares; 20 damage; save II for 10 damage)

**Lightsaber Block** (Force I: When hit by a melee attack, this character takes no damage with a save of II)



*Some Jedi believe actions speak louder than words.*


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Hit Points

90

Defense

19

Attack

+10

Damage

20

## Special Abilities

Unique

**Melee Attack: Double Attack**

**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)

**Flurry Attack** (When this character scores a critical hit, she can make 1 immediate extra attack)

**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)

## Force Powers

Force 3

**Force Sense** (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)


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# WOOKIEE ELITE WARRIOR



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# WOOKIEE ELITE WARRIOR

19

Hit Points

50

Defense

18

Attack

+9

Damage

20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Charging Assault +10** (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

**Melee Reach 2** (When attacking, this character treats enemies up to 2 squares away as adjacent)

**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



*Only those with the strongest resolve can stare down a Wookiee in combat.*

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11/60

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# WOOKIEE TROOPER



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# WOOKIEE TROOPER

11

Hit Points

30

Defense

15

Attack

+7

Damage

20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

**Melee Reach 2** (When attacking, this character treats enemies up to 2 squares away as adjacent)

**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



*Whenever the call for soldiers goes out to the member worlds of the Republic, the Wookiees are among the first to respond.*

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12/60

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# DARTH MALAK, DARK LORD OF THE SITH



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# DARTH MALAK, DARK LORD OF THE SITH

49

Hit Points

130

Defense

20

Attack

+16

Damage

20

## Special Abilities

**Unique. Melee Attack; Double Attack**  
**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

## Force Powers

**Force 2. Force Renewal I**  
**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)  
**Force Stun** (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 11)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

## Commander Effect

Followers get +4 Attack.



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13/60

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Hit Points

110

Defense

17

Attack

+11

Damage

20

### Special Abilities

Unique

Melee Attack: Double Attack

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

### Force Powers

Force 5

Eternal Hatred (Force 2: Whenever this character would be defeated, make a save of 6; on a success, this character is restored to full Hit Points instead of being defeated)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Sith Rage (Force 1: +10 Damage on all attacks this turn)


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# ELITE SITH TROOPER



**STAR  
WARS**



# ELITE SITH TROOPER

13

Hit Points

40

Defense

17

Attack

+7

Damage

20



*Many Republic soldiers defected to the Sith when Revan returned from the Unknown Regions, including some of the most skilled veterans of the Mandalorian Wars.*

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15/60

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**Hit Points** 60

**Defense** 17

**Attack** +8

**Damage** 20

**Special Abilities**

**Melee Attack** (Can attack only adjacent enemies)

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)

**Paralysis** (A living enemy hit by this character's attack is considered activated this round; save 11)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*A quick and violent death is the mark of a Sith Assassin.*

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# SITH GUARD



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# SITH GUARD

5

Hit Points

10

Defense

14

Attack

+4

Damage

10



## Special Abilities

**Trooper** (Counts as a character named Sith Trooper)

**Quick Reactions** (+6 Attack when making attacks of opportunity)

*As Revan attempted to reestablish the Sith Empire, soldiers were positioned as sentinels on captured worlds to protect them from Republic forces.*

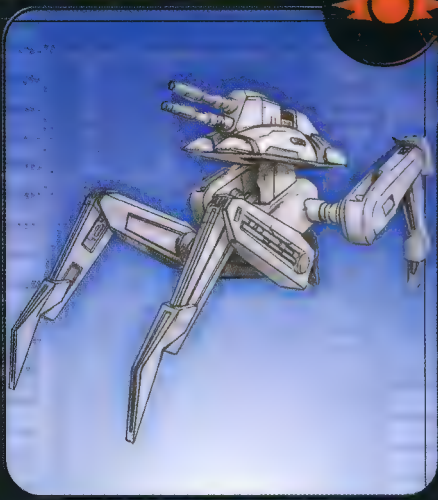
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17/60

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# SITH HEAVY ASSAULT DROID



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# SITH HEAVY ASSAULT DROID

49

Hit Points

110

Defense

16

Attack

+10

Damage

20

## Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

**Shields 2** (When this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)



*Four legs, two blasters, and an attitude  
its Sith masters can tolerate.*

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11/61

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# SITH MARAUDER



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# SITH MARAUDER

22

Hit Points

80

Defense

18

Attack

+11

Damage

20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

## Force Powers

Force 2

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

**Lightsaber Sweep** (Force 1, replaces attacks: Can attack each adjacent enemy once)



*Few Jedi Knights can match a Sith Marauder for skill with a lightsaber.*

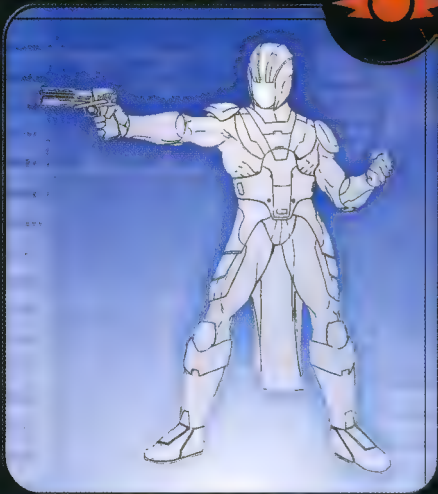
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15/11

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# SITH OPERATIVE



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# SITH OPERATIVE

10

Hit Points

10

Defense

14

Attack

+4

Damage

10

## Special Abilities

**Trooper** (Counts as a character named Sith Trooper)

**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)



*Some operatives visit neutral worlds, convincing their leaders to side with the Sith Empire against the Republic.*

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20/00

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# SITH TROOPER CAPTAIN



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# SITH TROOPER CAPTAIN

20

Hit Points

40

Defense

14

Attack

+8

Damage

20

## Special Abilities

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

## Commander Effect

Sith trooper allies gain Double Attack.



*The officers of the Republic became officers of the Sith, leading soldiers into battle against their former comrades in arms.*

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21/68

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Hit Points 70

Defense 16

Attack +8

Damage 10

### Special Abilities

#### Unique

**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)

**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

### Commander Effect

At the end of this character's turn, 2 Medium allies within 6 squares of this character can switch positions.



*Captain Panaka is a grim realist who always plans for the worst. His pragmatism has saved him many times and helped him protect the Queen of Naboo.*



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WARS**

# CAPTAIN TARPALS



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WARS**



# CAPTAIN TARPALS

20

Hit Points

50

Defense

18

Attack

+6

Damage

10

## Special Abilities

Unique

Gungan

**Melee Attack** (Can attack only adjacent enemies)

## Commander Effect

Each follower can use 2 abilities that replace attacks instead of 1 on its turn.



*A skilled warrior and a veteran member of the Gungan military, Captain Tarpals fights bravely alongside the Naboo in repelling the Trade Federation.*

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23/60 ★

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# GUNGAN ARTILLERIST



# GUNGAN ARTILLERIST



Hit Points

30

Defense

15

Attack

+4

Damage

10

## Special Abilities

**Cesta 20** (Replaces attacks: sight; 20 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)



*Though far from traditional in form, Gungan artillery and similar weapons have a devastating effect on the droid armies of the Trade Federation.*

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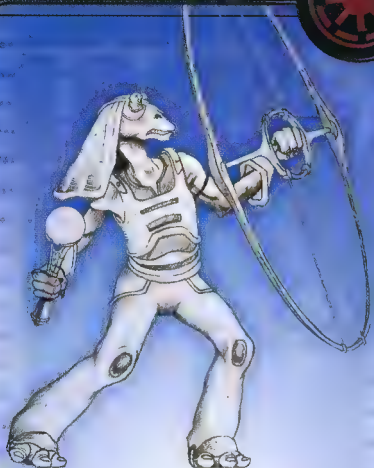


24/60

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# GUNGAN SHIELDBEARER



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WARS**



# GUNGAN SHIELDBEARER

18

Hit Points

30

Defense

19

Attack

+5

Damage

10

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Atlatl 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to target; save 11. A nonliving character that takes damage from this effect is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

**Energy Shield** (When this character or an adjacent character is hit by an attack from an enemy that is not adjacent to either, that character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of 11)



*Gungan shield technology saved many lives at the Battle of Naboo.*

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WARS**



25/61

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# GUNGAN SOLDIER



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# GUNGAN SOLDIER

9

Hit Points

10

Defense

16

Attack

+3

Damage

10

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Atlatl 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)



*Fighting for their homes and their freedom, the Gungans battle against the forces of the Trade Federation in a desperate attempt to liberate Naboo.*



26/01 •

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Hit Points 60

Defense 17

Attack +2

Damage 10

### Special Abilities

Unique

Gungan

**Melee Attack** (Can attack only adjacent enemies)

**Bombad Gungan** (Whenever an enemy targets him, this character must attempt a save of 11. On a success, the attack is redirected to another character of your choice within 6 squares. If no other character is within 6 squares, the attack is negated.)

**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)



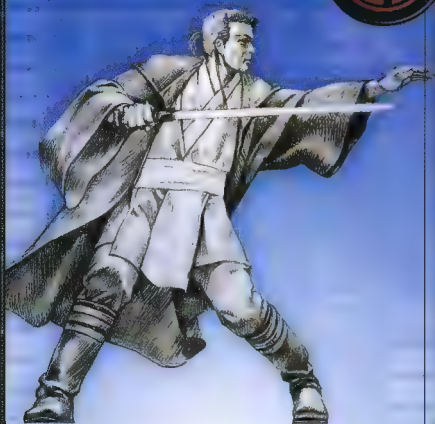
*"The ability to speak does not make you intelligent."*

—Qui-Gon Jinn

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**OBI-WAN KENOBI,  
PADAWAN**



**STAR  
WARS**



**OBI-WAN KENOBI,  
PADAWAN**

22

Hit Points

70

Defense

17

Attack

+10

Damage

20

**Special Abilities**

Unique

Melee Attack; Double Attack

Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)

Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)

**Force Powers**

Force 3

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)



*Kenobi's mastery of the Ataru lightsaber form helps him face down a deadly Sith opponent.*

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# SUPREME CHANCELLOR PALPATINE



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# SUPREME CHANCELLOR PALPATINE

37

Hit Points 70

Defense 14

Attack +0

Damage 0

## Special Abilities

**Unique, Betrayal** (On an attack roll of natural 1 against this character, the attacker joins this character's squad until the end of the skirmish)

**Fringe Reserves 20** (If you roll 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)

**Rapport** (Characters with Order 66 cost 1 less when in the same squad as this character)

**Republic Reserves 30** (If you roll 20 for initiative, you can add up to 30 points of Republic characters to your squad immediately before your first activation of the round)

## Force Powers

**Force 2, Force Renewal 1**

**Force Alter** (Force 1; range 6; any 1 enemy rerolls its last attack)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)

## Commander Effect

Adjacent followers with a Force rating gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead).



25/00 ★

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WARS**™

**Hit Points** 70

**Defense** 16

**Attack** +10

**Damage** 20

**Special Abilities**
**Unique**

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Opportunist +20** (+4 Attack and +20 Damage against an enemy who has activated this round)



*"Look, I ain't in this for your revolution, and I'm not in it for you, Princess. I expect to be well paid. I'm in it for the money."*

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LEIA ORGANA, SENATOR



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LEIA ORGANA,  
SENATOR

7

Hit Points

40

Defense

15

Attack

+7

Damage

10

### Special Abilities

Unique

**Diplomat** (If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent)

### Force Powers

Force 1



*"I am a member of the Imperial Senate on a diplomatic mission to Alderaan!"*



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LUKE SKYWALKER, JEDI



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LUKE SKYWALKER,  
JEDI

29

Hit Points

90

Defense

18

Attack

+10

Damage

20

### Special Abilities

Unique

**Melee Attack: Double Attack**

**Djem So Style** (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

**Flurry Attack** (Whenever this character scores a critical hit, he can make 1 immediate extra attack)

### Force Powers

**Force 2: Force Renewal** {

**Knight Speed** (Force 1: This character can move 4 extra squares on his turn as part of his move)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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32/61 ★

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## DARTH VADER, SCOURGE OF THE JEDI



# STAR WARS



## DARTH VADER, SCOURGE OF THE JEDI

55

Hit Points 120

Defense 21

Attack +14

Damage 20

### Special Abilities

**Unique. Melee Attack; Double Attack**

**Dark Armor** (When this character takes damage, he reduces the damage dealt by 10 with a save of 11. Adjacent enemies with lightsabers ignore this special ability.)

**Djem So Style** (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

### Force Powers

**Force 4**

**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

**Lightsaber Throw 2** (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)



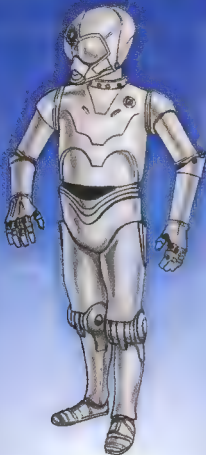
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33/61 ★

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## RA-7 DEATH STAR PROTOCOL DROID



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## RA-7 DEATH STAR PROTOCOL DROID

6

Hit Points

30

Defense

15

Attack

+3

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)



*RA-7 Protocol Droids are part of a plot by the Imperial Security Bureau to plant droid spies in the ranks of the Empire's enemies.*

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34/60 ♦

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**GENERAL WEDGE  
ANTILLES**



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WARS**



**GENERAL WEDGE  
ANTILLES**

23

Hit Points 80

Defense 18

Attack +8

Damage 10

**Special Abilities**

Unique

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Mobile Attack** (Can move both before and after attacking)

**Commander Effect**

Followers gain Evade and Mobile Attack.

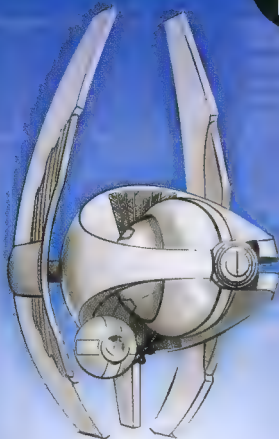


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35/GI ★

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Hit Points

50

Defense

18

Attack

+8

Damage

20

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

**Kouhun Infestation** (Replaces turn: 60 damage to 1 enemy within 12 squares regardless of line of sight; save 1)

**Programmed Target** (After setup, choose any 1 enemy. This character gets +4 Attack and **Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy] against the chosen enemy.)



*Malkite Poisoners adapted the design of a standard courier droid to suit a far more sinister purpose.*



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Hit Points 100

Defense 13

Attack +10

Damage 20

### Special Abilities

**Savage** (This character must end its move next to an enemy if it can and does not benefit from commander effects)

**Melee Attack** (Can attack only adjacent enemies)

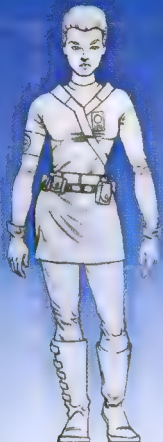
**Charging Assault +10** (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)



*Though most boma are compactly built, they are exceptionally ravenous and can easily overwhelm the unprepared traveler.*

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Hit Points 10

Defense 13

Attack +1

Damage 10

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Blaster Rifle Upgrade** (Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain **Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.])

**Blaster Upgrade** (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target])



*Czerka Corporation: Always keep  
our sidearms by your side.*

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32/60


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**Hit Points** 40

**Defense** 15

**Attack** +7

**Damage** 10

**Special Abilities**

**Double Attack** (On her turn, this character can make 1 extra attack instead of moving)

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1!)

**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if she moves this turn, but she must make them all before resuming movement.)

**Twin Attack** (Whenever this character attacks, she makes 1 extra attack against the same target)

*Never underestimate those trained by the Echani.*

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## GENOHARADAN ASSASSIN



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## GENOHARADAN ASSASSIN

21

Hit Points 60

Defense 20

Attack +8

Damage 10

### Special Abilities

**Cloaked** (If this character has cover, he cannot be targeted by nonadjacent enemies)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Loner** (+4 Attack if no allies are within 6 squares)  
**Mobile Attack** (Can move both before and after attacking)  
**Poisoned Blade** (+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 20 Damage to a living enemy; save 11.)



*The Genoharadan Assassins Guild manipulates events through assassination, secretly pulling the strings of the galaxy while most believe the group is only a myth.*

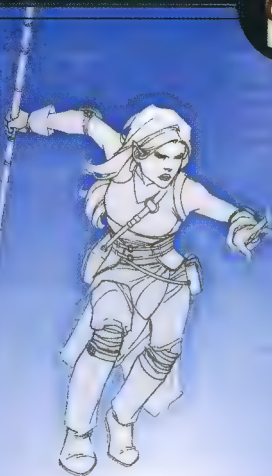
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40/60

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JARAE



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JARAE

23

Hit Points

70

Defense

19

Attack

+10

Damage

10

## Special Abilities

Unique

Speed 8

Melee Attack; Triple Attack

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Shockstaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)

## Force Powers

Force 2

*Jarael's loyalty to her friend Camper constantly puts her in dangerous situations*



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41/60 ★

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# JAWA SCOUT



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# JAWA SCOUT

10

Hit Points 30

Defense 16

Attack +6

Damage 10

## Special Abilities

**Ion Gun** +20 (+20 Damage against nonliving enemies)

**Spotter** +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



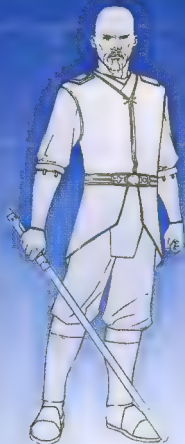
*"Utto nye usabia atoonoyoba?"  
("Wanna buy a used droid?")*



42/61

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**Hit Points** 80

**Defense** 19

**Attack** +9

**Damage** 20

**Special Abilities**
**Unique**
**Melee Attack; Double Attack**
**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

**Force Powers**
**Force 4**
**Force Stun** (Force 1, useable only on this character's turn: range 6; target living enemy is considered activated this round; save 11)

**Force Valor** (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

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**Hit Points** **80**
**Defense** **17**
**Attack** **+9**
**Damage** **20**

### Special Abilities

**Unique. Melee Attack; Double Attack**

**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

**Stealth** (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Vicious Attack** (Triple damage instead of double on a critical hit)

### Force Powers

**Force 3**

**Force Cloak** (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Sith Rage** (Force 1: +10 Damage on all attacks this turn)


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Hit Points

100

Defense

20

Attack

+11

Damage

20

### Special Abilities

**Unique, Melee Attack; Triple Attack Betrayal** (On an attack roll of natural 1 against this character, the attacker joins this character's squad until the end of the skirmish)  
**Flurry Attack** (Whenever this character scores a critical hit, she can make 1 immediate extra attack)  
**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)

### Force Powers

**Force 4**

**Drain Life 3** (Force 3, usable only on this character's turn: range 6; 20 damage to target living enemy and to each living enemy adjacent to target, save 11. Remove damage from this character equal to the damage dealt.)

**Force Cloak** (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])



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Hit Points

50

Defense

15

Attack

+5

Damage

10

### Special Abilities

**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)

**Loner** (+4 Attack if no allies are within 6 squares)

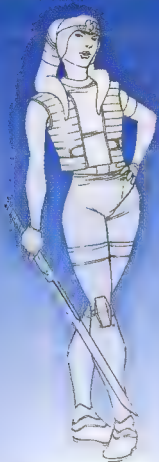
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*This Dressel native fought the Empire on his homeworld before joining the Rebel Alliance.*

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Hit Points 60

Defense 18

Attack +8

Damage 20

### Special Abilities

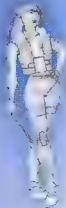
Unique

Melee Attack; Double Attack

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Door Gimmick (At the end of her turn, this character can designate 1 door that she can see as open; it remains open until the end of this character's next turn, or until she is defeated)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Facing down the agents of the dark side  
is nothing compared to surviving  
in the Tarsis undercity.*



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WARS**

**Hit Points** **30**
**Defense** **17**
**Attack** **+5**
**Damage** **10**
**Special Abilities**

**Savage** (This character must end its move next to an enemy if it can and does not benefit from commander effects)

**Melee Attack** (Can attack only adjacent enemies)

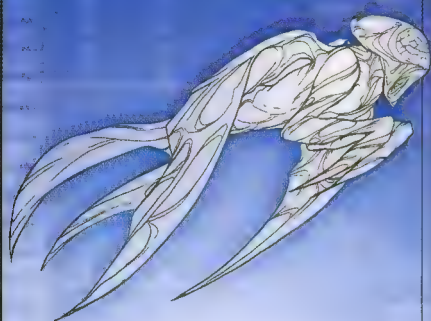
**Ambush** (Can move and then make all its attacks against 1 enemy who has not activated this round)

**Rakghoul Disease** (+10 Damage to living enemy; save 11. Whenever this character defeats a living enemy, you can immediately add a character named Rakghoul to your squad. The new character sets up in a square that enemy formerly occupied.)

**Triple Attack** (On its turn, this character can make 2 extra attacks instead of moving)

*Rakghouls terrorize the undercity of Taris, feeding on the flesh of others and spreading their disease to any they come into contact with.*


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Hit Points

70

Defense

16

Attack

+6

Damage

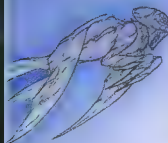
20

### Special Abilities

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

**Melee Attack** (Can attack only adjacent enemies)

**Swarm +4** (+4 Attack against a target for each allied character named Shyrack adjacent to that target)



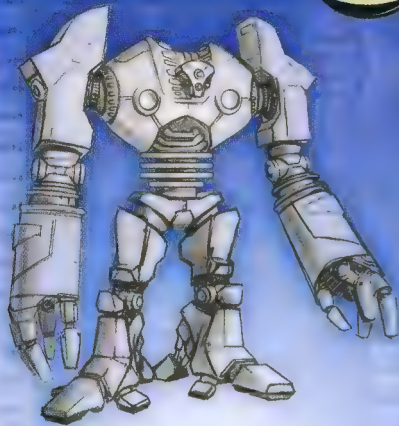
*One of many twisted creatures native to Korriban, the shyrack is clumsy but extremely dangerous when confronted in packs.*



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# T1 SERIES BULK LOADER DROID



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# T1 SERIES BULK LOADER DROID

21

Hit Points 140

Defense 15

Attack +8

Damage 40

## Special Abilities

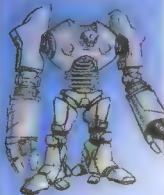
**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Heavy Lift** (Replaces attacks: touch; move 1 adjacent Small, Medium, or Large ally to any space adjacent to this character. This move does not provoke attacks of opportunity.)

**Heavy Weapon** (Can't attack and move in the same turn)

**Melee Reach 2** (When attacking, this character treats enemies up to 2 squares away as adjacent)



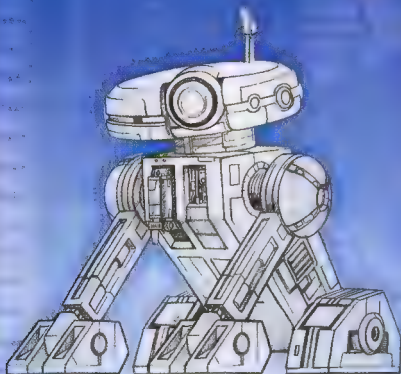
*Tired of heavy lifting? Get a T1 to do it.*

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50/60

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Hit Points 30

Defense 17

Attack +5

Damage 10

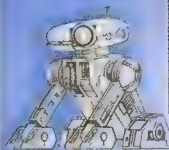
### Special Abilities

#### Unique

**Droid** (Immune to critical hits; not subject to commander effects)

**Flamethrower 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

**Override** (At the end of its turn, this character can designate 1 door that it can see as open or closed; the door remains open or closed until the end of this character's next turn, or until this character is defeated)



*Droid engineers theorize that astromech droids that do not receive regular memory wipes almost always develop unparalleled loyalty and devotion to their masters.*

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# TUSKEN RAIDER SCOUT



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# TUSKEN RAIDER SCOUT

11

Hit Points 30

Defense 15

Attack +8

Damage 20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Masters of the desert sands, Tusken Raiders move through the Dune Sea as easily as most beings navigate a city street.*

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52/60

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Hit Points

100

Defense

16

Attack

+7

Damage

20

### Special Abilities

Unique

Wookiee

Close-Quarters Fighting (+4 Attack against adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



*Zaalbar is the faithful companion of Mission Vao, proving once again that there are few forces in the galaxy stronger than a Wookiee's loyalty.*



SW/CI ★

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Hit Points 70

Defense 18

Attack +7

Damage 20

### Special Abilities

**Unique. Melee Attack: Double Attack**

**Cortosis Gauntlet 18** (Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)

**Karmic Luck** (If your initiative check is an odd number, +4 to all this character's rolls for the round; if it is an even number, -4 to all his rolls instead)

**Karmic Mettle** (If this character spends 1 Force point to reroll, add +4 to the result. If the result is a failed attack or save, this character takes 10 damage.)

### Force Powers

**Force I. Force Renewal I**

**Jedi Mind Trick** (Force I, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save II)

**Lightsaber Block** (Force I: When hit by a melee attack, this character takes no damage with a save of II)



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# MANDALORE THE ULTIMATE



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# MANDALORE THE ULTIMATE

75

Hit Points 130

Defense 19

Attack +12

Damage 30

## Special Abilities

### Unique

**Charging Fire** (Replaces turn: Can move up to 12 squares, then attack)

**Flurry Attack** (Whenever this character scores a critical hit, he can make 1 immediate extra attack)

**Mandalorian Conscriptio** (All characters in your squad are considered Mandalorian for the rest of the skirmish)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

## Commander Effect

Mandalorian allies gain Charging Fire.

*"When our leader falls in battle, the most worthy takes his place." —Canderous Ordo*



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55/61

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# MANDALORIAN CAPTAIN



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# MANDALORIAN CAPTAIN

23

Hit Points 50

Defense 18

Attack +8

Damage 20

## Special Abilities

**Grenades 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

## Commander Effect

Mandalorian followers within 6 squares gain Twin Attack.



*Among the Mandalorians, only the most dedicated warriors can become leaders.*

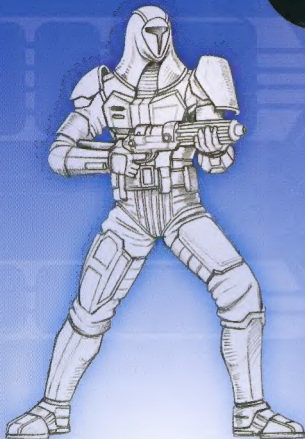
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56/60 ♦

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## MANDALORIAN COMMANDO



# STAR WARS



## MANDALORIAN COMMANDO

13

Hit Points 50

Defense 17

Attack +8

Damage 20

### Special Abilities

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*For some Mandalorians, there is no such thing as "behind enemy lines"—only places they have not conquered yet.*



57/60

# STAR WARS

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## MANDALORIAN MARAUDER



# STAR WARS



## MANDALORIAN MARAUDER

15

Hit Points

40

Defense

8

Attack

+9

Damage

20

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*For years the Mandalorians were content to raid worlds on the Outer Rim, but during the Mandalorian Wars they began launching assaults across the Old Republic.*



58/60

# STAR WARS

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# MANDALORIAN QUARTERMASTER



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# MANDALORIAN QUARTERMASTER

26

Hit Points 70

Defense 18

Attack +9

Damage 20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Gregarious** (+4 Attack if an ally is within 6 squares)

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

## Commander Effect

Mandalorian followers within 6 squares get +4 Attack.



*Someone has to provide Mandalorian warriors with all those weapons.*



59/60



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# MANDALORIAN SCOUT



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# MANDALORIAN SCOUT

19

Hit Points

50

Defense

17

Attack

+8

Damage

10

## Special Abilities

**Cloaked** (If this character has cover, he cannot be targeted by nonadjacent enemies)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)  
**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)



*By the time you see the Mandalorian scouts,  
the invasion force isn't far behind.*

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60/60

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